

TO ORDER:

Mail the attached form with your
check or money order to:

**Interactive Fiction
Box 603
Inverness, CA 94937**

Please send me the following works of Interactive Fiction:

Six Micro-Stories \$ 9.95
Local Call for Death 14.95
Two Heads of the Coin 14.95
(California residents add 6% sales tax)

Name _____
Address _____
City _____ State _____ Zip _____

**EXCERPT FROM "LOCAL CALL
FOR DEATH"**

(At one point in your investigation Lord Peter
Drollery says to you)

I THINK YOU HAVE ENOUGH EVIDENCE TO
SHOW RODNEY WAS MURDERED, BUT
WHY DO YOU THINK BLACKWELL DID IT?

(and you type in)

BLACKWELL SAYS HE HASN'T SEEN
RODNEY FOR A YEAR, BUT RODNEY'S
DIARY MENTIONS THAT HE VISITED HERE
THREE DAYS AGO.

(Lord Peter replies)

QUITE SO. I DON'T SEE WHY RODNEY
WOULD PUT A FALSE ENTRY IN HIS DIARY,
SO IT SEEMS LIKELY BLACKWELL WAS LYING.
DOES ANY OTHER EVIDENCE INDICATE
BLACKWELL DID IT?

**INTERACTIVE
FICTION™**

A new
Literary Artform
based on
Micro-computers

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Interactive Fiction™
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Inverness, CA 94937
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INTERACTIVE FICTION™

What is it?

Interactive Fiction is story-telling using a computer, so that you, the reader, can actually take part in the story instead of merely reading it.

How does it work?

The computer sets the scene with a fictional situation, which you read from the CRT. Then, you become a character in the story: when it's your turn to speak you type in your response.

The dialogue of the other characters and even the plot will depend on what you say.

Is it a game?

No. In a game the situation is rigidly defined and you can select from only a limited number of responses. But in Interactive Fiction you can say anything you like to the other characters. (Of course if your response is too bizarre they may not understand you).

Is it important?

Interactive Fiction is the artform of the future. Just as the birth of the novel had to await the invention of the printing press, so does the widespread use of micro-computers make possible Interactive Fiction.

In all previous literature the information flow was one-directional: **from** the work (novel, story or poem), **to** the reader. Now the computer provides the medium to change this. The reader, instead of merely absorbing it, can now **influence** the story, explore it in his own way, become a part of it. The story will be different each time, blending the imaginations of reader and writer.

And this is only the beginning. Technology will soon permit Interactive Fiction to become a verbal medium, as synthesized speech and speech recognition techniques eliminate the need for typing and reading. The user will be able to actually **speak** with the other characters in the story. Later, holography and animation will permit the user to "see" the characters he is talking with, and we will have Interactive Movies!

Don't miss this opportunity to participate in the birth of a new artistic medium.

What is available now?

Robert Lafore, writer, columnist, and programmer, has created a series of works in Interactive Fiction. Each is available on a 5¼" diskette for use on a TRS-80* Level-II with at least 32K memory and one diskdrive.

Six Micro-Stories offers a good introduction to Interactive Fiction. Six very short stories involve you, the reader, in a variety of situations: you are an American spy in Hitler's Third Reich, the pilot of a doomed 747, and more.

Local Call for Death is a detective story in the style of Lord Peter Whimsey. Considerably more challenging than the above program, this one will put your analytic skills (and social savoir-faire) to the test.

Two Heads of the Coin is a psychological mystery set in the London of Sherlock Holmes. Most challenging of all, this program will tax your observational skills and above all your imagination.